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The world is called DOMINARIA. The land-TERISIARE. It has been nearly 500 years since the fall of the GLACIER KINGDOM...

...And though the ICE AGE continues, the world has WARMED enough for HEROES to make their return.

The city is KJELDOR, named for the descendants of the Shaman, ORIEL KJELDOS. Its marble spires are an ode to the MAGES and KINGS who gave their lives, so that life might continue...even in the cold.

But even a city as GREAT as Kjeldor can possess wounded KNIGHTS... and sworn ENEMIES...

Writer - Jeff Gomez
Penciller - Rafael Kayanan
Inker - Rodney Ramos
Painted Color - Eric Hope
Letterer - Adam Niedzwiecki
Story Assist - Jeffrey Vita
Editor-in-Chief - Bob Layton

Painted Cover by Charles Vess

The HIGH PALACE,
home to the royal
family KJELD.

PRINCE DARIAN--
A SILVER ERNE!
HOW CAN A BIRD SO
FANTASTIC BE TAMED
ENOUGH TO BEAR
MESSAGES?

THE STAFF OF
ICE LORDS ATOP
THE PALACE PREVENTS
THE CREATURE FROM
TOUCHING THE
BATTLEMENT.

HIS HIGHNESS
MUST GRANT IT
PERMISSION
TO LAND.

COME, NOBLE BIRD. RELEASE
YOUR BURDEN TO ME. NO HARM
WILL COME TO YOU HERE.

REMARKABLE!
IT IS A PLEA FOR HELP
FROM ONE OF THE
NOMAD TRIBES, FAR
TO THE WEST.

THEY ARE DYING--
BESIEGED BY SOME
SORT OF EVIL
FORCE.

THOUGH WE ARE
NOT TRULY ALLIES,
I WON'T ALLOW THESE
PEOPLE TO BE
SLAUGHTERED.
GUARDS--

--GO TO
SIR ZARAYA.
TELL HER TO
ASSEMBLE A BAND
OF OUR FINEST
KNIGHTS. THEY
WILL MAKE FOR
BALDUVIA
AT DAWN.

YES, MY
PRINCE!

FEAR NOT,
BEAUTIFUL ERNE.
FLY BACK TO
YOUR KEEPER--

...AND TELL THEM THE
INVINCIBLE ORDER
OF THE KNIGHTS OF
KJELDOR IS ON ITS WAY.



That evening, a vision of beauty and pain darkens the doorway at the home of LORD KAILO.

PACK YOUR GEAR AND YOUR RATIONS, KAILO. I'VE CHOSEN YOU TO JOIN MYSELF, THE SHAMAN BOLAR, AND FOUR OTHERS ON A MISSION TOMORROW.

YOU'RE THE BEST TRACKER IN THE ORDER, AND WE'RE GOING TO HAVE NEED OF YOUR SKILLS WHERE WE'RE GOING.



~BUT THEN AGAIN, THEY ALL SAY THAT ICE RUNS THROUGH YOUR VEINS.

HAS FOUR YEARS' TIME BEEN LONG ENOUGH TO FORGET SEVERIN ON THAT ICE BRIDGE? OR THE COMMAND YOU GAVE THAT COST HIM HIS LIFE?



Hours before dawn,
over the SWAMPS
of Balduvia.

THE MESSAGE THIS
CREATURE CARRIED BORE
THE SEAL OF
KJELDOR'S PRINCE.

A FINAL
DRAUGHT OF LIFE
BEFORE MY DARK
LITTLE RITUAL.

DELICIOUS!

GOOD...

"Magical pick-ups and ancestral spells unleash chaotic fury!"



ONE MUST BE OF PURE MIND AND HEART TO VANQUISH THE WARLOCK'S EVIL MASTER!

"Part strategy, part action! Warlock conjures an unbeatable spell!!!!"



ENTER THE ARENA AND DO BATTLE AS A FIERCE MINOTAUR!



DEFEAT THE UNDEAD AND YE SHALL BE ALLOWED TO PASS!



BEWARE DEMONS DEEP WITHIN THE DUNGEON'S BOWELS!



SURVIVAL DEPENDS ON MASTERING MANY SPELLS!

"Bored of just playing roles...Warlock delivers horrific action!"



HAUNTING MELODIES STIR UNHOLY APPARITIONS!



AVOID THE WINGED DRAGON'S FIERY BREATH!

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Using the powerful spells and potions entrusted to you by your Druid ancestors, battle gargoyles, the Undead, fire-

breathing dragons...and if you survive, the all-powerful Warlock! Combining strategy, intuition, and sorcery, you must be the first to locate six ancient runestones-and save all creation from unraveling!

Afraid? He already knows that.

BEWARE THE ULTIMATE EVIL!
WARLOCK™



breathing dragons...and if you survive, the all-powerful Warlock! Combining strategy, intuition, and sorcery, you must be the first to locate six ancient runestones-and save all creation from unraveling!

Afraid? He already knows that.



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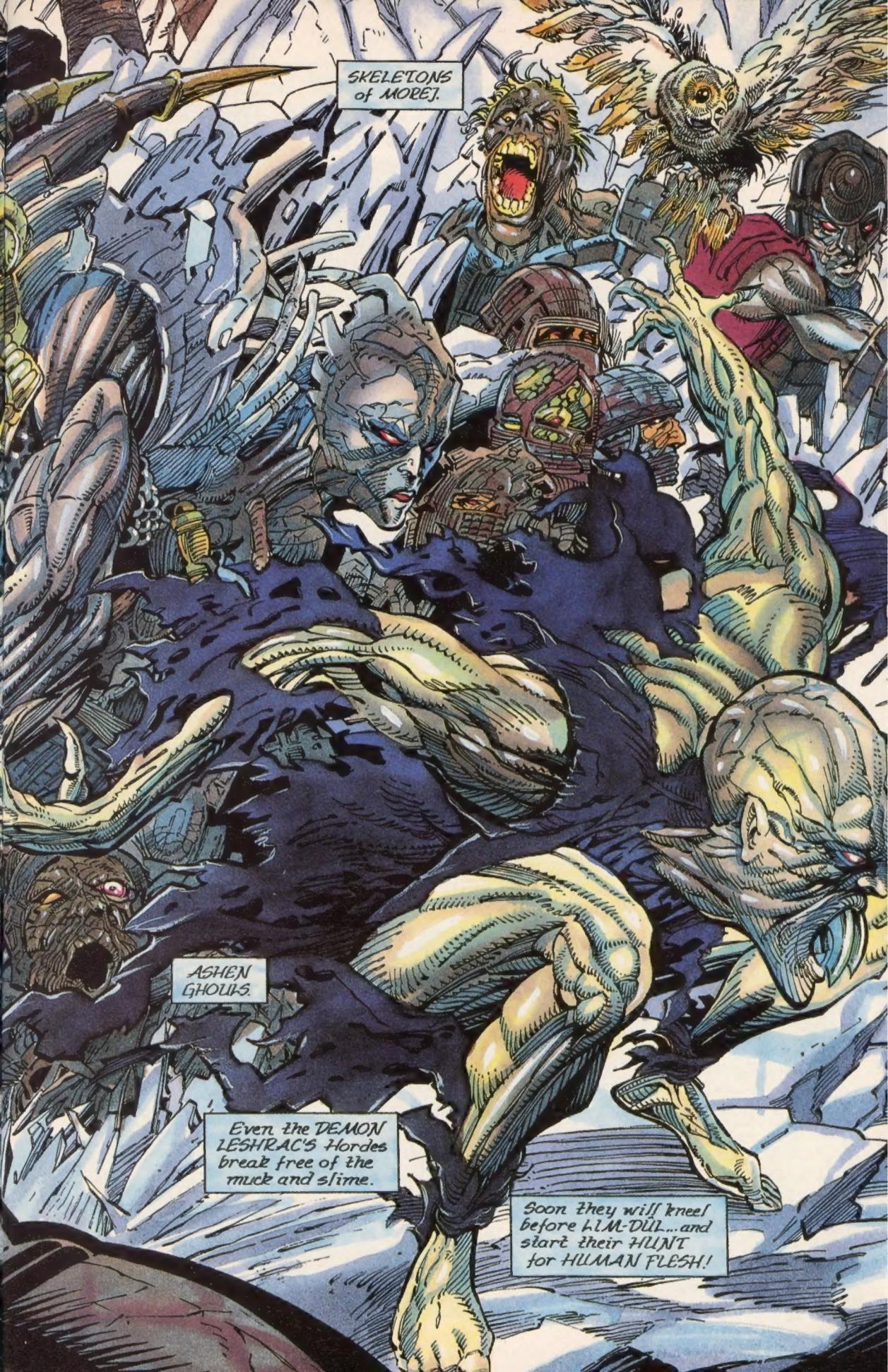
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...I SHALL PREPARE
A WARM WELCOME FOR
"SIR LIM-DUL'S"
FORMER COMRADES-
AT-ARMS!

And from the frozen
swamp, the undead
LEGIONS of LIM-DUL
rise...

Foul
FAMILIARS.

GANGRENOUS
ZOMBIES.



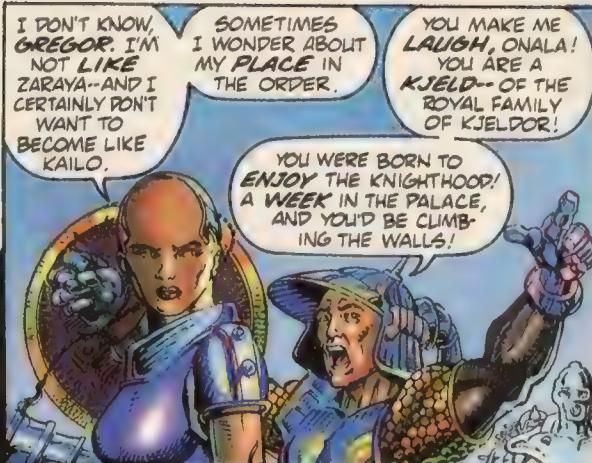
SKELETONS
OF MORE!.

ASHEN
GHOULS.

Even the DEMON
LESHRAC's Hordes
break free of the
muck and slime.

Soon they will kneel
before LHM-DULL... and
start their HUNT
for HUMAN FLESH!





"GUARD WOLVES OF THE NOMADS," explains Kailo. "VICTIMS OF AN OUTLAWED TRAP. KNIVES PLANTED INTO THE GROUND, HILT-SIDE-DOWN, ARE COATED WITH WATER AND DEER'S BLOOD, AND LEFT TO FREEZE."

"THE WOLVES LICK THE ICE 'TIL IT MELTS, THEN SPLIT THEIR TONGUES ON THE BLADES. FRANTICALLY, THEY KEEP LICKING... UNTIL THEY BLEED TO DEATH."



Back at the encampment.

ONALA--TO ARMS!
IT'S A TRAP! WE ARE SURROUNDED BY THE WALKING DEAD!

ONALA! TO ACTION!

ORIEL! WILL I DIE IN THE SNOW... WITHERED AND ALONE, LIKE YOU, MY GRANDMOTHER!?

ONALA!!!

AAAHHH!
RRRIPPP!
KERRAK!

NO.

The next morning, at the abandoned encampment of the Balduvian nomads.

IT'S BEEN HOURS, ZARAYA, AND WE HAVEN'T HEARD A SINGLE WORD OF SOLACE OR REGRET FROM YOUR LIPS.

YOU'VE LOST ANOTHER ONE, COMMANDER. HAVE YOU NOTHING TO SAY? OR DOES GREGOR'S LIFE EVEN MATTER TO ONE SUCH AS YOU?

ENOUGH, KAILO!

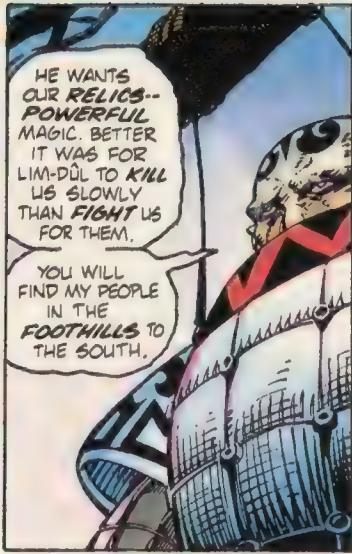
OF COURSE I FEEL FOR GREGOR. BUT A TERRIFIC EVIL IS AFOOT.

BEFORE WE CAN MOURN, LIM-DUL MUST BE ROOTED OUT AND DESTROYED.

I WONDER, KAILO. IS IT MY LEADERSHIP YOU CRITICIZE... OR MY WOMANHOOD?

SIR ZARAYA-- I'VE FOUND SOMETHING!







FAIL
TONIGHT, AND
THE SECRET OF
THE SHARD WILL
BE REVEALED TO
ME ALONE.

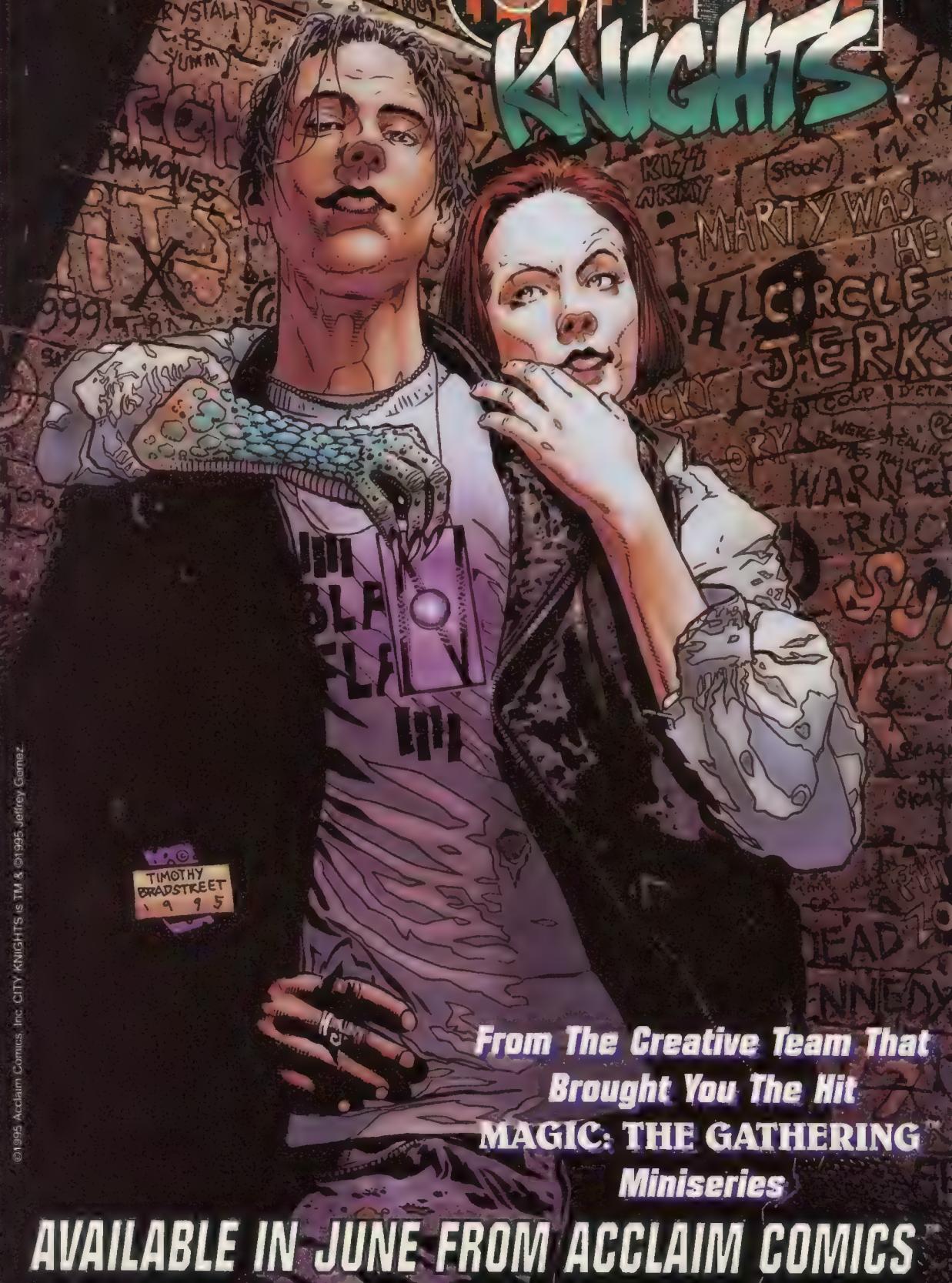
--CHANGE
ME!

END YOUR
QUARREL WITH
THE MORTALS,
LIM-DUL...

...GREATER
TASKS ARE AT
HAND.

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HE
THREATENS
TO PUT
YOUR
MOTHER'S
HEAD
THROUGH
A WALL...



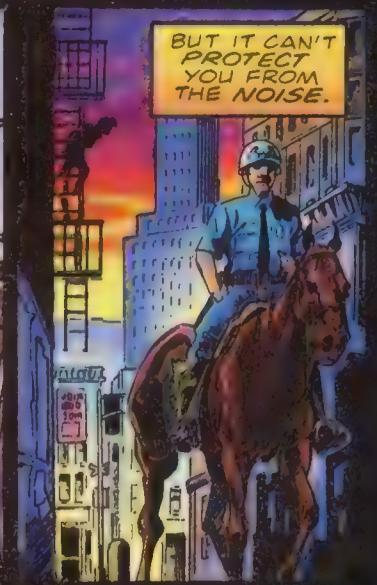
...BUT SHE
WON'T LET YOU
TOUCH HIM.



THOUGH IT'S
NINETY DEGREES,
YOU WEAR YOUR
LEATHER JACKET
LIKE ARMOR.



BUT IT CAN'T
PROTECT
YOU FROM
THE NOISE.



CALLING
YOU--

IT WHISPERS
FROM THE
SHADOWS
DEEP INSIDE
YOUR HEAD.



--LIKE
THE
LONELY
DIESEL
THRUM...

...OF
INDUSTRIAL
MACHINES.



IT POUNDS IN
YOUR TEMPLES--
RUSHES THROUGH
YOUR VEINS...



...AND YOU CAN'T
TELL WHETHER YOU'RE
IN DANGER--

SOME-
TIMES IT'S
CONFUSING.



--OR JUST REALLY
TURNED ON.

YOU FEEL HER BREATH HOT ON YOUR LIPS.

THEN YOU HEAR IT OVER THE CREAK OF YOUR LEATHER.

ITS LUNGS RATTLE, EXHALING A RANK PERFUME.



FUNNY... YOU REALIZE SHE'S PROBABLY BETRAYED YOU.



BUT ON THE OFF-CHANCE SHE'S INNOCENT, YOU CLUTCH THE CARD --



-- FOCUS, THE WAY SPIRO TRAINED YOU...



... AND DEFEND HER WITH YOUR LIFE.

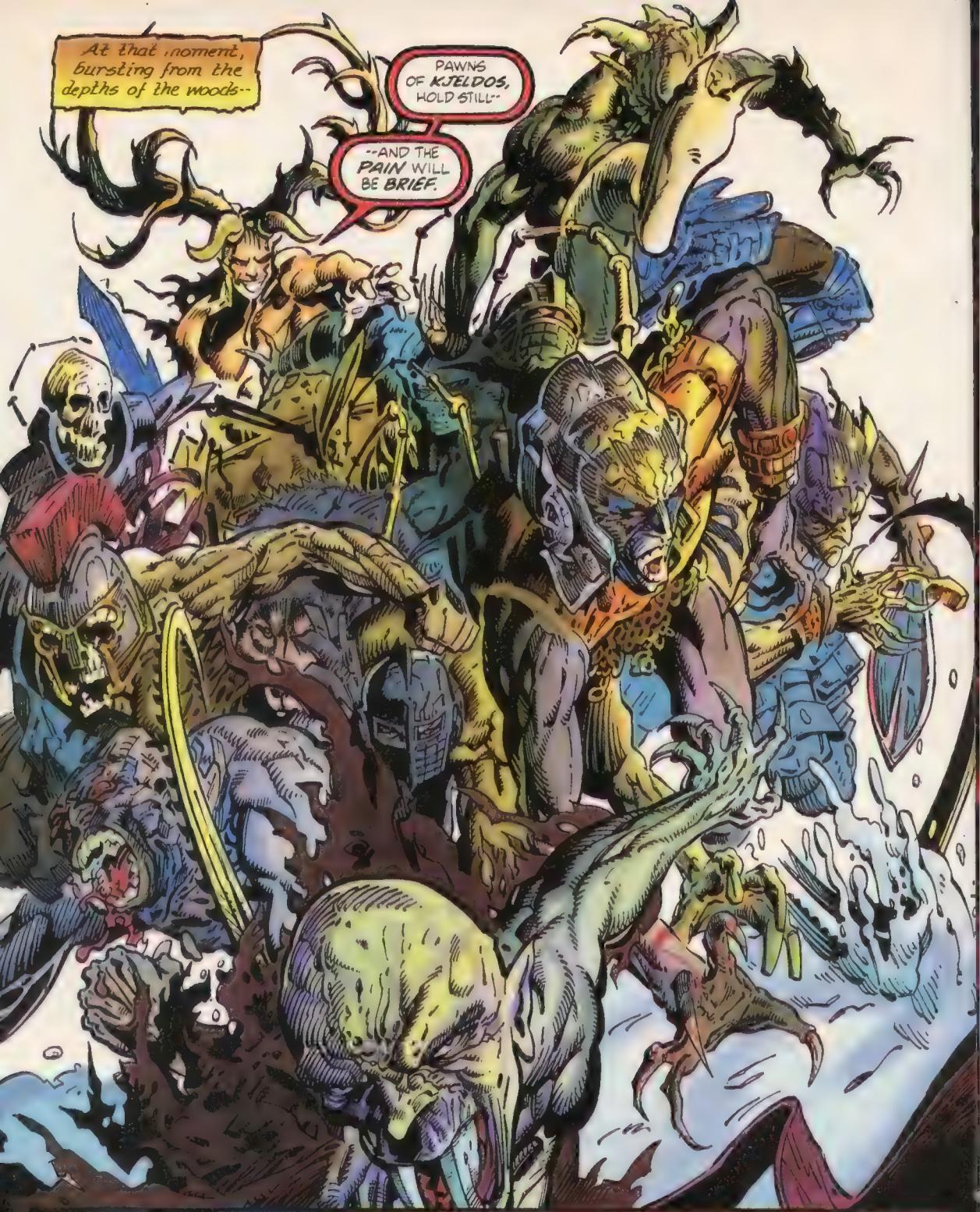


At that moment,
bursting from the
depths of the woods--

PAWNS
OF KJELDOS,
HOLD STILL--

--AND THE
PAIN WILL
BE BRIEF.

WE'RE DEAD WHERE
WE STAND!
THEN I
SAY WE TAKE THEM ALL
WITH US!



MAGIC

The Gatherings™

THE SHADOW MAGE #3



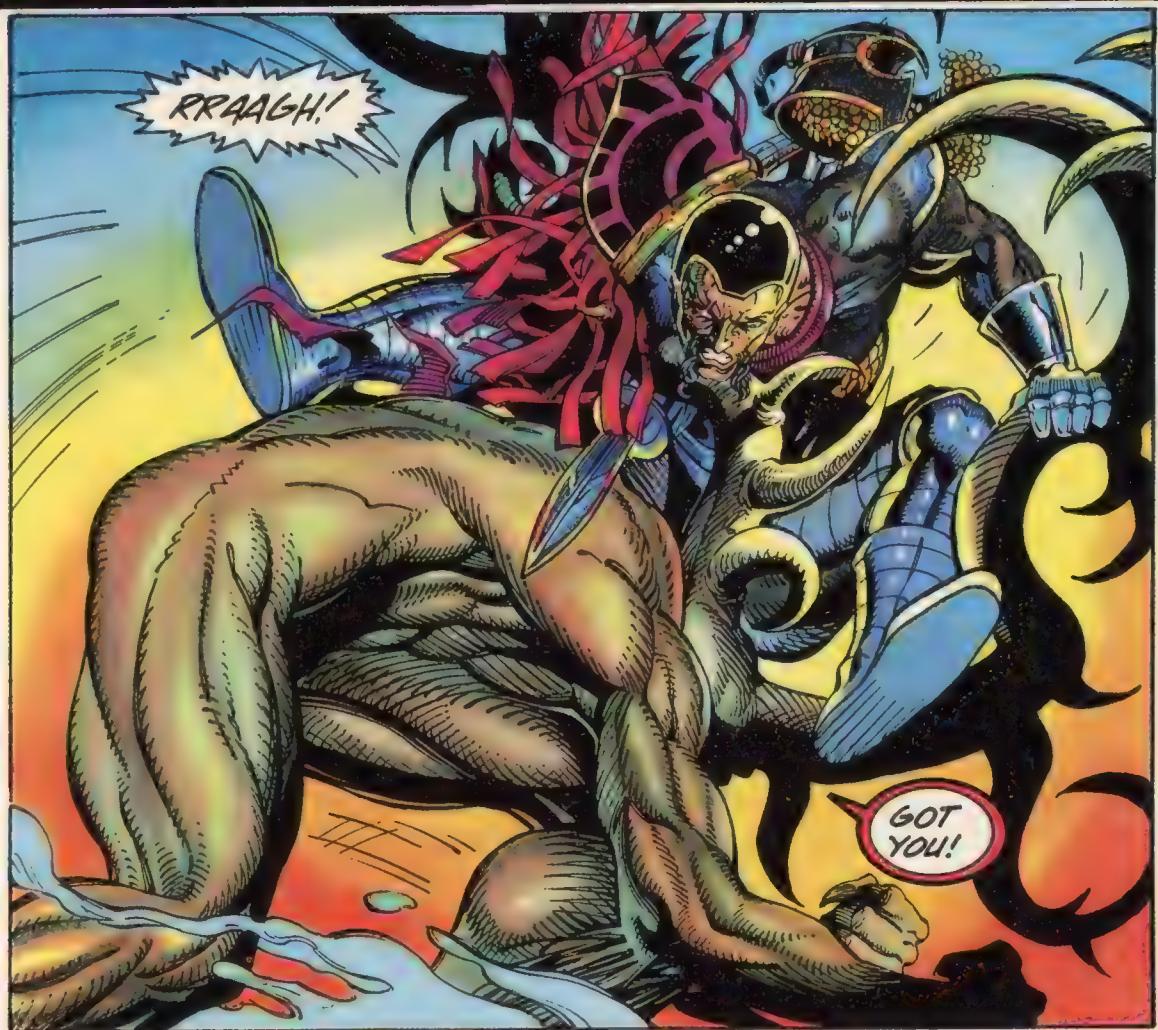
VALIANT

**BIRTH-QUAKE!
AFTERSHOCKS!**



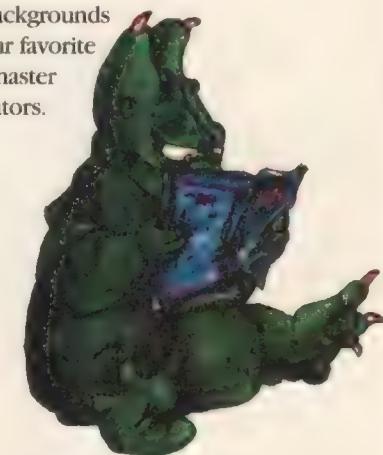






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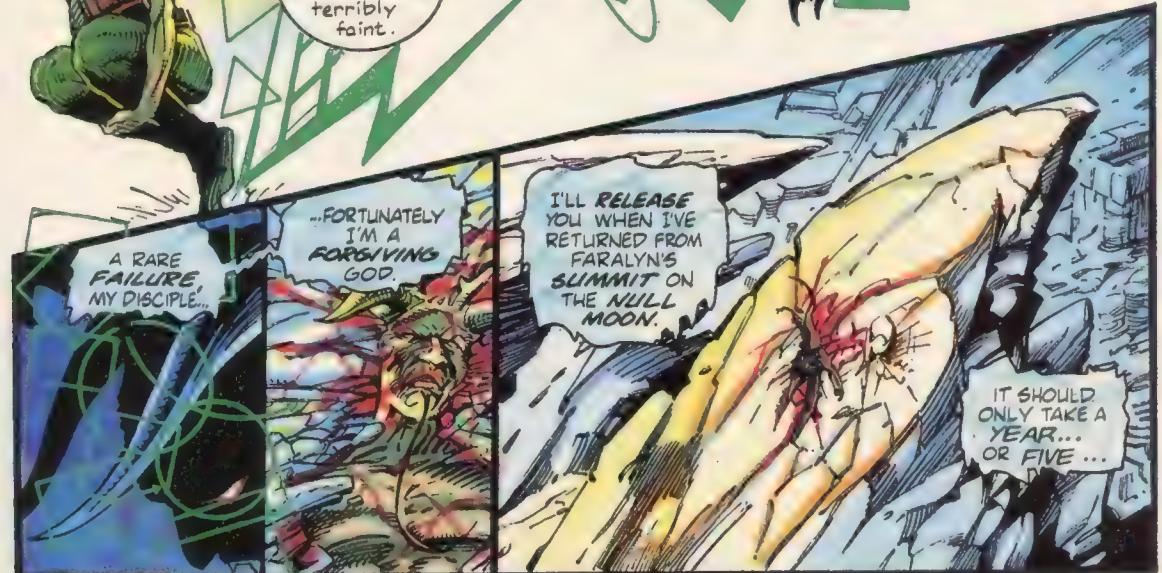
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Later...

THE
SALVE
IS
WORKING.

THE
MARKED
ONES HAVE
MADE A
FRIEND
IN BOLAR.

BOLAR
WAS VERY
BRAVE.

ZARAYA... WITH YOUR
LEAVE, I SHOULD LIKE
TO RETIRE MY DUTY
IN THE FIELD.

GREGOR DIED BECAUSE
LIM-DUL PREYED UPON
MY DEEPEST DESIRES--
TO HAVE A HOME... A
FAMILY.

I WILL PASS
THE NOBLE NAME
OF KJELD ON TO
MY CHILDREN--
WHO'LL MAKE
THEIR OWN
DECISIONS ABOUT
JOINING THE
ORDER.

YOU HAVE MY
SYMPATHY-- AND
BLESSING, SIR
ONALA.

SEVERIN WAS
THE SMALLEST
AND LIGHTEST IN
OUR PARTY.

YOUR DECISION THAT HE GO LAST
ON THE BRIDGE WAS... A SOUND ONE.

ONLY NOW CAN I SEE IT IN YOUR
EYES-- YOU'LL BEAR THE PAIN OF THAT
DECISION UNTIL THE DAY YOU DIE.

I'M...
SORRY.

I'M
SORRY
TOO,
KAILO.

MY VOWS TO THE ORDER AND
TO OUR PEOPLE MUST STAND
ABOVE MY PERSONAL
DESIRES-- ABOVE EVEN BLOOD.

IT'S TOO BAD FOR
US, YOU COULD NEVER
ACCEPT THAT.

WITH MANY THANKS,
THE MARKED ONES GIVE
YOU THIS REFLECTING
STAR-- THAT IT MIGHT
SERVE YOUR CAUSE.

THANK
YOU,
SHAMAN...

...A GRACIOUS
GIFT FROM A
STALWART PEOPLE.

Later still,
under Dominarias
Null Moon...

O FREYALISE,
GODDESS OF THE LIVING
WORLD-- OF ALL THAT ONCE
AND WILL AGAIN
BE GREEN...

...I GRANT
YOU MY SWORD,
MY RIBBONS, MY
SHINING RELICS...
BUT FOR ONLY
GUIDANCE
IN RETURN.

THOUGH
CENTURIES
HAVE PASSED,
WE ARE STILL
LOCKED IN ICE
AND ENDLESS
COLD.

WHY ARE WE
STILL
PUNISHED?

CAN
WE EVER
ATONE?

To be
continued.



WINDJAMMER

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Neal
Adams

Let all who do
not respect
humanity
enough...
beware... the
Knighthawk

ICY MANIPULATIONS

JEOF VITA

Asst. Editor

I have to hand it to all of you. You're definitely a hearty bunch! It seems that not even the cold of the Ice Age was enough to keep you away. You've made *Ice Age* #1 an unqualified hit! On behalf of the entire *Ice Age* team, I'd like to thank you guys and gals for putting *Ice Age on the World of Magic: The Gathering* in the top twenty for the month of March! We couldn't have done it without you!

It looks like we're not the only ones who are pleased with the book. In a recent issue of *Comic Shop News*, comics reviewers Cliff Biggers and Brett Brooks had nothing but praise for the first issue. "If you ever enjoyed grand fantasy, you're going to love this book," says Cliff Biggers. Echoing his sentiments, Brett Brooks states, "Magic fans...are going to love the background into Dominaria that is portrayed in this series. But, if you thought about skipping this just because you like the game, not the story, you're wrong. This is a good comic!" Other magazines are already preparing to feature *Magic: The Gathering* comics in their issues. *Combo*, *Scrye* and *Inquest* are gearing up for special articles on the comics and *Comics America*, a radio program out of Arizona, is set to do an interview with yours truly on the success of the game and the comics.

If you're just joining us, welcome to the *Ice Age*! Our goal with this and all of our *Magic: The Gathering* titles, is to introduce you to the fantastic world of Dominaria. On each page, we do our best to bring the heroes and villains, creatures and monsters, flora and fauna, to full color life. It's not enough for us to simply invite you in. We want to take you by the hand and walk with you as you explore the myriad lands that make up *Magic: The Gathering*. In fact, to help get you started, issues #1 and #2 of this series contain actual *Ice Age* cards that will introduce some of the more colorful characters that inhabit the frozen wastes.

Remember, there's still a contest going on. The writer of the best letter to *Icy Manipulations* will receive an original piece of art specially commissioned just for this contest. Rafael Kayanan is working up the piece as we speak, so get those letters in!

Now, it has come to our attention that some of the names, phrases, and terminology of the *Ice Age* tend to be a little exotic. In the interest of "editor/reader relations," we've put together this glossary and pronunciation guide to ease the transition into the *Ice Age*.

ADDRESS ALL LETTERS TO:

ICY MANIPULATIONS

Jeof Vita - Asst. Editor
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New York, N.Y. 10001

Balduvia (bal-DOO-vee-a): The vast planes to the west of the city of Kjeldor, where those who prefer to dwell in wilderness make their homes.

Bolar (BO-lar): An aspiring Planeswalker caught in the Shard, who has chosen to make his home on Dominaria.

Carthalion (kar-THAL-ee-an): A great lineage of men and women who have participated in many of Dominaria's major historic events.

Dominaria (do-mi-NAHR-ee-a): The planet on which most of our *Magic: The Gathering* stories take place.

Dominia (do-MIN-ee-a): The universe of *Magic: The Gathering*.

Frayalise (Fray-a-LEES): A Planeswalker, trapped in the Shard as a youth; she specialized in Red magic, but became inspired to switch to Green after her duel with Jason Carthalion in Storgard.

Jason (JAY-son): A young Carthalion, one of the last descendants of the proud family who battled for Mishra in the Antiquities War.

Johnull Worm (JOT-ul worm): Armored predator common to southern Terisiare during the Ice Age.

Kallo (KAY-low): Finest tracker in the Order of the Knights of Kjeldor; former lover of Sir Zaraya, father of Severin.

Kjeld (KELD): Family name of a long line of heroic survivors of the Ice Age; shortened from the name Kjeldos. The name of the royal family of Kjeldor.

Kjeldor (KELD-or): The great port city, located on the southeastern shore of Terisiare during the Ice Age, it was founded by an explorer who was a descendant of Oriel Kjeldos.

Lim-Dùl (LIM-dool): A dark mage and willing pawn in Leshrac's sinister plans.

Leshrac (LESH-rak): An evil Planeswalker, trapped in the Shard, who seeks to unlock the secret of the Ice Age and conquer Dominaria.

Mana (MAN-a): The essence of magical power; the mystical energy which can be tapped and drawn from relics or one of the five lands (mountains, plains, swamps, forests, and islands).

Miko (MEE-koh): The king of Storgard, the mythical last empire in Terisiare to stand the initial onslaught of the Ice Age's cold.

Oriel Kjeldos (Or-ee-EL KEL-dos): A shaman who celebrated nature and green mana, she took Jason Carthalion as her ward after he lost his parents to the cold.

Planeswalker (PLAYNS-wok-er): Any being capable of traversing the multiverse of Dominia; usually a wielder of powerful relics and/or magical spells.

Storgard (STOR-gard): The mythical lost kingdom of Terisiare that inspired the construction of Kjeldor.

Tapping (TAP-ping): The act of mystically connecting with a relic or land, and drawing mana to be used to create various magical effects.

Terisiare (Ter-is-ee-ARE): The mythical continent upon which the Antiquities War was fought, and upon which the action in these pages takes place; for as yet unexplained reasons, Terisiare can no longer be found on the world of Dominaria.

Tevesh Szat (TEV-esh ZOT): An ancient Planeswalker who has vowed to use the freezing cold to wipe Dominaria clean all life.

Zaraya (Zayr-I-a): One of Kjeldor's most celebrated Knights, she led hundreds of missions of mercy and exploration, and helped to reunite the nation of Terisiare at the height of the Ice Age.

Seer Analysis

by Shawn F. Carnes

Hello once again, planeswalkers! This time around, we get to take a look at *Ice Age* #2, the continuing story of Dominaria as it emerges from the global freeze that crippled the world. In this issue, the noble Knights of Kjeldor run head-first into the necromantic might of Lim-dûl and his legions of the Undead. As always, I will cover the play-by-play and give the color commentary as it develops. So, without further delay... onward to mayhem!

First off, I want to draw attention to the parallels and contrasts between *Ice Age* and the preexisting versions of Magic: The Gathering™. A lot of the spells and items that one finds in this comic are probably new—at least until the *Ice Age* expansion deck is released this coming June. They have, however, their parallels within the original set of the cards. What the trick is here is that the *Ice Age* series is set chronologically before the original set is. Therefore, the spells and items prevalent in this time period are distant relatives of their original counterparts; they may have their similarities but they are unique in their own way. Now, is this a preview as to what is coming in *Ice Age*? Read the comic and judge for yourself.

Let's get to the beef of the story. Early on, we are introduced to Lim-dûl, the planeswalker who is the antagonist of our tale. From the spells he casts, he specializes in Black magic (hence his undead legions), but his skills also extend to Red (the *Pyro Blast* he used to bring down the *Silver Erne*). His specialty is Black, however, and that could be his weakness; as any player knows, specializing in one color may give you quick access to the spells, but it can shut you down all that much easier. Lim-dûl also seems to specialize in creature summoning and control; not only are his legions filled with the Black undead creatures prevalent in *Ice Age*, but he was able to drain the *Silver Erne* and use it for his own benefit. Creature decks in Magic are strong, no doubt, but a balanced deck can cope with the unexpected all that much better.

The last thing to touch on are a couple of interesting discoveries we can gather from reading the comic. In the midst of the important character and plot exposition before the big showdown, I think I caught wind of two cards from the *Legends* expansion deck of Magic: The Gathering. First, Leshrac's casting of the *Master of the Hunt* on Lim-dûl is a direct allusion to the currently very popular *Legends* card. Second, and even more incredible, the item that has kept the undead legions of Lim-dûl at bay is none other than the *Nova Pentacle*, a rare *Legends* card. What can be made of this? Incidentally, the *Healing Salve* which is used to clean the tribe's water supply can be found in the revised edition of *Magic: The Gathering*.

It just goes to show you, as with the game itself, a great deal of cross-over between card sets can be found throughout the *Ice Age* miniseries, as well as in other Magic comics we've seen. Remember that *Legends* was a set of cards that highlighted a time before the original *Gathering* set, just as *Ice Age* does. In fact, the time of *Legends* predates *Fallen Empires*, the *Dark*, and even *Antiquities*. If elements from *Legends* are emerging in the *Ice Age* storyline, you can bet there are some heavy duty reasons!

That does it for now; not a bad battle at the end, eh? That *Word of Undoing* spell Bolar cast on Lim-dûl is just like the original *Unsummon* in the *Gathering* deck, except that all White enchantments go back to the hand. The spell's combination with Sir Zaraya's *Katabatic Winds* provided a boffo banishing. But can you really keep a good villain down for long?

Until next time, happy hunting!

NEXT ISSUE in ICE AGE on the World of MAGIC: THE GATHERING #3

The secret behind the *Ice Age* that grips Dominaria is revealed in this spectacular issue: several powerful Planewalkers who have been trapped in "The Shard" converge on one of the planet's two moons to determine the cause of this multi-planar cataclysm. As is bound to happen with Planeswalkers, a duel of epic proportions breaks out, featuring spells from *Antiquities*, *The Dark*, *Fallen Empires*, and *Ice Age*. This issue boasts a cover painting by Charles Vess, and a free set of *Creature Tokens* for use in your *Magic: The Gathering* game duels.

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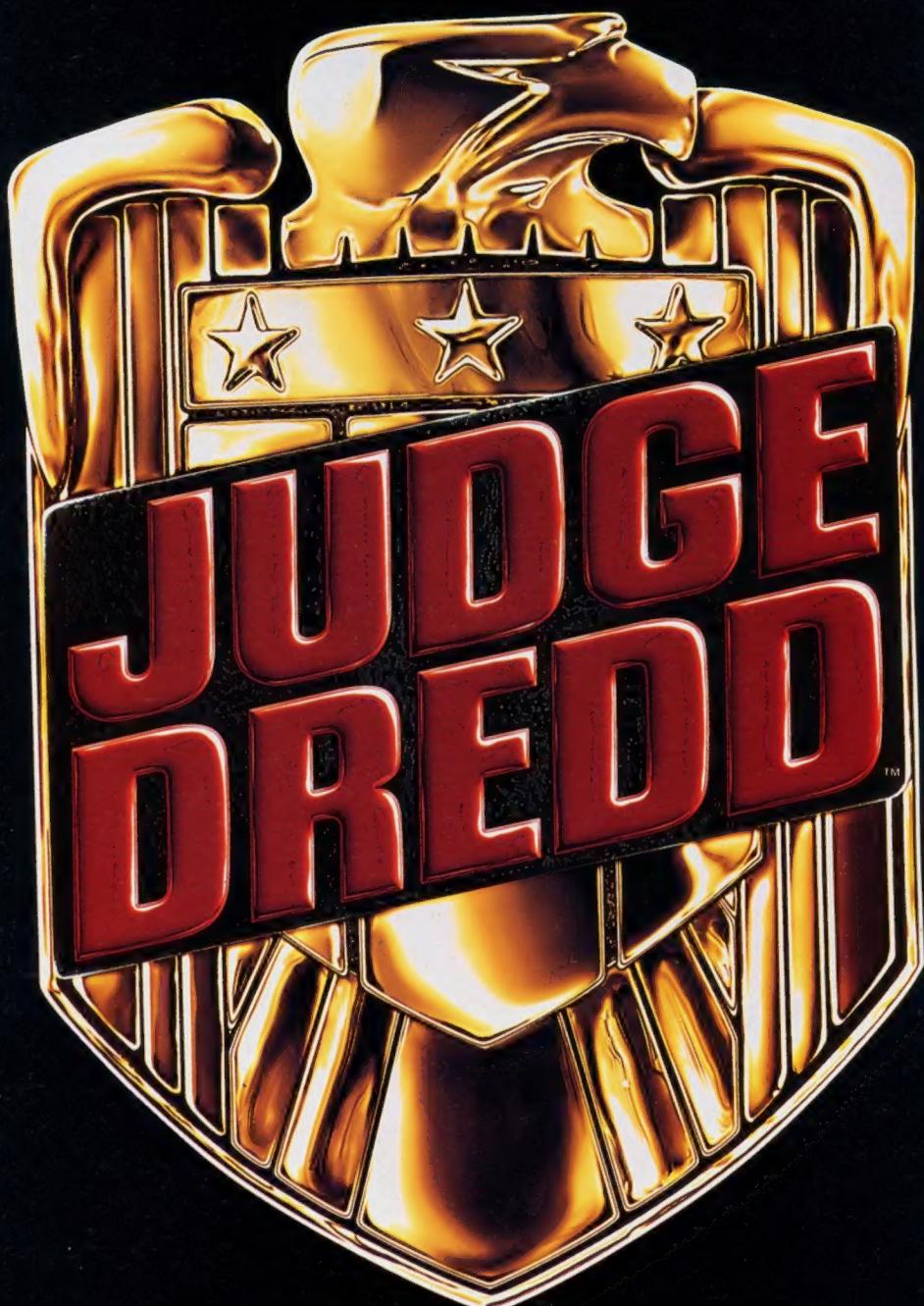


VALIANT



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